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Fall 2015

**CSCI 6401**

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## CSCI 6401 Concurrent Programming

**Prerequisite:** CSCI 4401 - The Principles of Operating Systems

### Course Goals:

This course focuses on programming for distributed systems. The class discussion will cover the key problems, theoretical perspectives, solution techniques and typical patterns in distributed programs. Andrews's programming notation is the vehicle to carry out concepts; Java threads and Java sockets will be the tools for implementations. The goal of the lectures is to provide graduate students with a background either for general knowledge or further research used in projects and theses. The emphasis will be on algorithms and implementations.

**Students' Learning Outcomes:** At the end of this course the students will be able to:

1. command the formal model of concurrent programming – programming logic;
2. analyze the models of different concurrent programming paradigms – remote procedure call, rendezvous, asynchronous message passing, synchronous message passing, and multi-primitive notation for process integration;
3. evaluate the aspect of concurrency of practical software systems, and synthesize solutions based on the classical concurrent algorithms such as heart-beat, prob-echo, token-ring and broadcast algorithms;
4. implement concurrent algorithms in Java and practical communication mechanisms such as sockets and the MapReduce platform.

### Texts:

- G. Andrews, “Foundations of Multithreaded, Parallel, and Distributed Programming”, 1<sup>st</sup> edition, Addison-Wesley, 2000 (*required*)
- J. Leskovec, A. Rajaraman and J. Ullman, “Mining of Massive Datasets, Stanford University Infolab”, 2014.
- Readings available in the Class Moodle account.

### Topics:

Shared-memory concurrent programming

    A programming logic: axioms, interference rules

        Semantics of concurrency, atomic actions and synchronization

        Techniques for avoiding interference

        Safety and liveness properties

Monitors

Distributed Programming

Message passing

    Networks of filters, CSP, Linda, JavaSpace

RPC and rendezvous

    Client and servers, e.g., resource allocation, file server and conversational continuity

Multi-primitive notation for process integration

    Interacting parallel processes

    Prob-echo, heartbeat algorithms

- Broadcast algorithms, e.g., distributed semaphore
- Token-passing algorithms, e.g., distributed mutual exclusion
- Replicated servers

#### Implementations

- Java thread, Java Sockets
- Other distributed programming platforms such as Java Messaging Service (JMS 2.x)

#### Algorithms Using MapReduce

- Models of Hadoop and MapReduce
- Distributed algorithms using MapReduce
  - Matrix-vector, matrix-matrix multiplication
  - Distributed algorithms for relational algebra operations
  - Optimization for computation of PageRank

### **Project**

Every student must complete three programming projects: (1) implementation of the communication channel model using Java thread and Java socket technology; (2) a streaming implementation of distributed matrix multiplication; (3) implementation of the distributed semaphore. Details about the project will be given in the third week. Each group should have two students.

### **Grading:**

midterm and final (closed book, in-class): 30% + 35%; projects: 30%

### **Assignments Policies**

Every piece of the work must be produced by the student independently. Copying other people's work will result in an *F* grade in all the involved parties.

### **Attendance Policy**

The class attendance will be checked in every class. A student has to explain the reason if being absent in up to three classes. Missing five or more classes will receive point reduction up to one percent of the course grade for each missing class.

### **Student Conduct**

Be in class on time. Every student is strongly encouraged to ask questions, to participate in class discussions, and respect other students. Sleeping is not permitted in class and it will be treated as an absence.

### **Academic Integrity**

Academic integrity is fundamental to the process of learning and evaluating academic performance. Academic dishonesty will not be tolerated. Academic dishonesty includes, but is not limited to, the following: cheating, plagiarism, tampering with academic records and examinations, falsifying identity, and being an accessory to acts of academic dishonesty. Refer to the Student Code of Conduct for further information. The Code is available online at <http://www.studentaffairs.uno.edu>.

**Students with Special Needs**

It is University policy to provide, on a flexible and individualized basis, reasonable accommodations to students who have disabilities that may affect their ability to participate in course activities or to meet course requirements. Students with disabilities should contact the Office of Disability Services as well as their instructors to discuss their individual needs for accommodations. For more information, please go to <http://www.ods.uno.edu>.